PROGRAMMERS DETAILS

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\*/

#include"graphics.h"

#include"dos.h"

#include"conio.h"

#include"stdlib.h"

#define DELAY 1

#define SOUND 3500

void state(int x,int y,int mode);

int i;

void \*ptr1[4],\*ptr2[4];

/\* 3d Ball \*/

char ball[20][20]=

{

{0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0},

{0,0,0,0,0,0,12,12,12,12,12,12,12,12,0,0,0,0,0,0},

{0,0,0,0,12,12,12,12,12,12,12,12,12,12,12,12,0,0},

{0,0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0,0},

{0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0},

{0,0,12,12,12,12,12,15,15,12,12,12,12,12,12,12,12,12,0,0},

{0,12,12,12,12,12,15,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,12,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,15,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,15,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,15,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,12,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0},

{0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0},

{0,0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0,0},

{0,0,0,0,12,12,12,12,12,12,12,12,12,12,12,12,0,0,0,0},

{0,0,0,0,0,0,12,12,12,12,12,12,12,12,0,0,0,0,0,0},

{0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0}

};

/\* Condition to check out of range \*/

int COND(int x,int y)

{

if (x>10 && x<getmaxx()-10 && y>10 && y<getmaxy()-10)

return 1;

else

return 0;

}

/\* This sub-routine will check which path to follow on stiking the wall

of

the container \*/

void state(int x,int y,int mode)

{

while(COND(x,y)&&!kbhit())

{

putimage(x,y,ptr1[4],COPY\_PUT);

putimage(getmaxx()-x,getmaxy()-y,ptr1[4],COPY\_PUT);

switch(mode)

{

case 0:

x++;

y++;

break;

case 1:

x++;

y--;

break;

case 2:

x--;

y++;

break;

case 3:

x--;

y--;

break;

}

delay(DELAY);

nosound();

putimage(x,y,ptr2[4],COPY\_PUT);

putimage(getmaxx()-x,getmaxy()-y,ptr2[4],COPY\_PUT);

}

cleardevice();

if(x>=(getmaxx()-10)||x<=10)

{

sound(SOUND);

switch(mode)

{

case 0:

state(--x,--y,2);

break;

case 1:

state(--x,++y,3);

break;

case 2:

state(++x,--y,0);

break;

case 3:

state(++x,++y,1);

break;

}

}

else

if(y>=getmaxy()-10||y<=10)

{

sound(SOUND);

switch(mode)

{

case 0:

state(--x,--y,1);

break;

case 1:

state(--x,++y,0);

break;

case 2:

state(++x,--y,3);

break;

case 3:

state(++x,++y,2);

break;

}

}

else

exit(0);

}

void main()

{

int gm,gd=DETECT;

int i,j;

initgraph(&gd,&gm,"\tc\tc\bgi");

for(i=0;i<20;i++)

for(j=0;j<20;j++)

if(ball[i][j]!='0')

putpixel(10+i,10+j,ball[j][i]);

getimage(10,10,30,30,ptr1[4]);

cleardevice();

getimage(10,10,30,30,ptr2[4]);

/\* start with (20,20) \*/

state(20,20,0);

getch();

}